

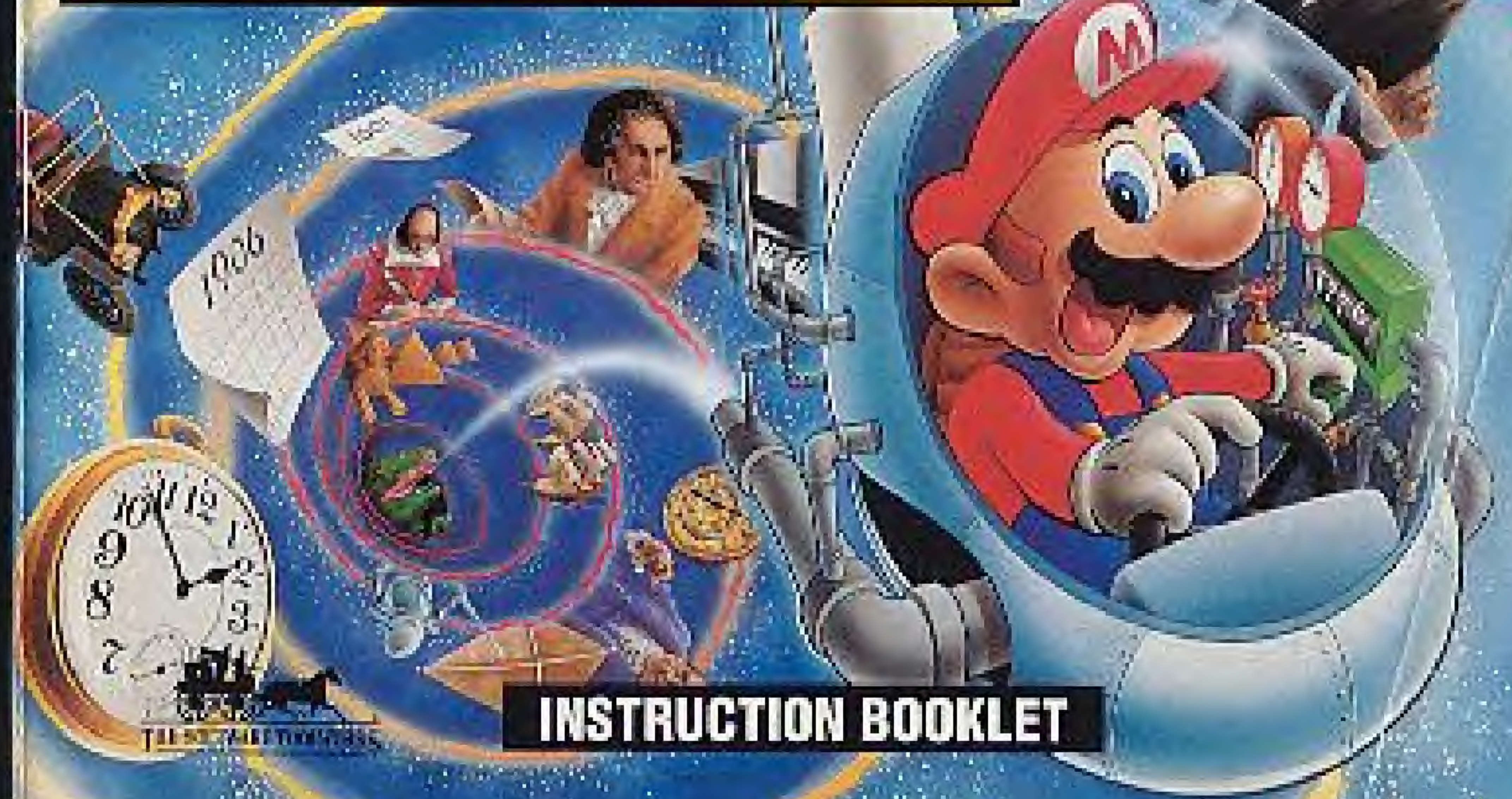


THE SOFTWARE TOOLWORKS

60 Leveroni Court • Novato, CA 94949
(415) 883-3000

PRINTED IN JAPAN

MARIO'S TIME MACHINE™



INSTRUCTION BOOKLET

NES-TM-USA

WARNING:

PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

MARIO'S TIME MACHINE™

™ and © 1993 Nintendo. Mario, Luigi, Bowser, Yoshi, and the Mario Bros. are trademarks of Nintendo. Copyright © 1993 The Software Toolworks, Inc. All rights reserved. The Software Toolworks and its logo are registered trademarks of The Software Toolworks, Inc.

Licensed to:
The Software Toolworks, Inc.
60 Levenson Court
Novato, CA 94949
(415) 883-3000



LICENSED BY



NINTENDO, NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA, INC.
© 1991 NINTENDO OF AMERICA, INC.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

**MARIO'S
TIME MACHINE™**

Instruction Booklet



Licensed by Nintendo® for play on the Nintendo Entertainment System®

TABLE OF CONTENTS

INTRODUCTION1

NOTE TO PARENTS2

GETTING STARTED3

GAME CONTROLS4

BROWSING BOWSER'S MUSEUM7

PROGRAMMING THE TIMULATOR8

TIMELY TRAVELING TIPS9

TIMELINE10

HISTORY TEST12

TECHNICAL SUPPORT13

INTRODUCTION

Better check your watch! Bowser's out to turn back the clock. Not to Daylight Savings. Not To the Dark Ages!

That terrible turtle is using a time machine, called a Timulator, to loot historical artifacts from the past. His twisted intent? To build Bowser's Museum, fill it with historic booty, then destroy the time machine. This dastardly plan will turn time inside out, make the future bend over backwards, and change the course of history. Forever.

This is no time to let bygones be bygones. Help Mario stop Bowser before he warps time and puts hiccups in history. If not, it's back to stone tools and hieroglyphics! This quest is hot. If you're too late, it'll be lights out. Time's up.



NOTE TO PARENTS

Dear Parents,

Mario's Time Machine is intended to be a fun way for kids to learn about history. But to get the most out of the program, your child may need a helping hand. Here are some things that you can do to help:

- Encourage your child to read all the clues in the game to learn facts about each time period visited with Mario.
- If your child is a young reader, please help by reading clues.
- Discuss anything that you know about the times that your child visits with Mario.
- Share newspaper and magazine articles about those times with your child—sometimes the Sunday paper has a travel history section.

Who knows? In the process of helping your child, you might learn something about history and have fun, too.

Ciao,
Mario

**GETTING STARTED**

To start the game:

1. Make sure your Nintendo Entertainment System® (NES) is turned off.
2. Put the *Mario's Time Machine* Game Pak in your NES.
3. Turn on your NES.
4. At the title screen, press Start.



And, uh oh! Bowser traps Yoshi somewhere in the museum!

PASSWORDS

There are 7 doors with 2 historical artifacts in each room. After you help Mario return an artifact, you get a Password to another level. Write down passwords on the chart below and use them as follows:

1. At the title screen, choose **Continue**.
2. Press ◀ and ▶ to point to each character; then press ▼ and ▲ to select the proper letter or number to enter the Password.
3. When you are ready, press **Start** to begin that level.

PASSWORDS

BROWSING BOWSER'S MUSEUM

Inside his castle, Bowser hoards historical souvenirs in his personal museum. As that terrible tortoise returns from his time travels, he senses loss, slowly destroying the warp of time and space. Once the museum is complete, Bowser plans to destroy his time machine, and alter the course of known history. This could mean lights out!



Visit the museum with Mario and Yoshi. After Bowser captures Yoshi, you must help Mario return all artifacts and pass the History Test to free Yoshi and save our History.

Help Mario find a door to the Simulator room and enter it. (To enter a door press ▲.)

PROGRAMMING THE TIMULATOR

Bowser may be bad but he's good enough to build a time machine, which he calls the Timulator. This awesome contraption can be programmed to return to any time or place that Bowser bargled. The trick is Mario needs to snag an artifact before he can jump into the Timulator. Then you need to figure out where and when the object fits in history. This may require some exploration!



To snag an artifact, Mario must bonk three Koopas off the platforms. When the artifact appears, Mario needs to run over and pick it up. A hint about the artifact appears at the top of the screen. Help Mario jump down into the Timulator. To pick a date in history, use the Control Pad, then press A and watch Mario travel through a time warp!

TIMELY TRAVELING TIPS

There's really only one way to figure out which artifacts belong where—Mario's got to visit each time period and get all the information he can. Help Mario walk around and look for information boxes and people. Mario needs to jump up and bonk each box to get all the information. Each time period has six clues. He also needs to talk to people. This can only be done when the question mark is in the top window (press Start).



Hint: Twirling jumps will break blocks under the info boxes. Be careful not to break blocks that Mario needs to reach a clue.

TIMELINE

To see the Timeline, make sure that the clock appears in the upper window, then press **Start**.



Taking notes about the Timeline is a really good idea while Time Traveling and also helps you pass the History Test. Make a complete list of years, then scribble down any hints that help you remember where and when. If Mario is in the wrong time and place, he can always climb back into the Simulator, time travel back to Bowser's museum, and try, try again!

YEAR	NOTES

HISTORY TEST

After Mario returns all artifacts to their proper place in history, you must help him pass the History Test to open the door to Yoshi's prison.

Run past all the locked doors to the door marked Test.

Press **A** to read each Question.

Use the Control Pad to select each correct answer, then press **Start**.

HINT: If you give an incorrect answer, press any button to return to that time and review the facts in the Info boxes.

After you pass the test, enter the door and look for Bowser. **Bark** Bowser until he drops the key to Yoshi's prison and free Yoshi Yippe!



TECHNICAL SUPPORT

For technical support in the USA:

The Software Toolworks, Inc.

60 Leveroni Court

Novato, CA 94949

Telephone: (415) 883-3157

Fax: (415) 883-0867

LIMITED WARRANTY

The Software Toolworks, Inc. warrants to the original purchaser of this product that the recording medium on which the Game Pak is recorded will be free from defects in material and workmanship for ninety (90) days from the date of purchase. Defective media returned by the purchaser during the ninety (90) day period will be replaced without charge, provided that the returned media have not been subjected to misuse, damage or excessive wear.

Return defective media to point of purchase. You must include a dated proof of purchase, a brief statement describing the defect, and your return address.

The Software Toolworks, Inc. does not warrant that the Game Pak will meet the purchaser's specific requirements. ANY STATEMENTS MADE CONCERNING THE UTILITY OF THE GAME PAK ARE NOT TO BE CONSTRUED AS EXPRESS OR IMPLIED WARRANTIES.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ANY IMPLIED WARRANTIES INCLUDING IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE EXCLUDED.

IN NO EVENT WILL THE SOFTWARE TOOLWORKS, INC. BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES OF ANY KIND IN CONNECTION WITH THE GAME PAK.

Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Address all correspondence to: The Software Toolworks, Inc., 60 Levent Court, Novato, CA 94949 or call:

JSA (415) 883-5157